AIM Worksheet			Last Updated:		
Activity Title:					
Activity Code:			Managed By:		

Key	Description	Area		Impact	Totals
		I. NATURE			
A	Trails (Walking, Biking) Location and Connections, To/from – nature, places of interest and beauty				
B	Energy Conservation and Smart Energy Use Sustainability, education, role our City plays in this, example stoplight timing				
C	Underground Utilities Aesthetics of, effect on trees, encouragement of undergrounding				
D	Mississippi River storm water impacts, recreation, usability and access, "smart/thoughtful" development				
E	Green Space (Usable) Usable green space, types of parks, balancing new development/redevelopment with,				
F	Water Management Runoff, pollution, exotic species, wetland management, creeks maintenance				
G	Natural Resource Management Wildlife, biodiversity, lakes (recreation, quality of water), trees (number and health), drinking water				
H	Other				

	II. ECONOMY		
A	Housing		
	- high end housing		
	- affordable (life-cycle diversity)		
	- change from the initiative		
B	Demographic		
	- income metrics		
	- gender		
	- ethnicity		
	- age		
C	Employment		
	- wage rates		
	- job increases		
D	Public Finance		
	- taxing and rates		
	- impact on tax base		
	- levy		
	- tax capacity / market value		
E	Infrastructure		
	- availability of resources (energy, water, other inputs to a project)		
	- transportation system availability		
	- city infrastructure (roads, etc.)		
	- public services (police, fire, public safety, etc.)		
F	Other		

	III. SOCIETY		
A	Stability		
	- average household income		
	- perception of council/staff relationships		
	- staff turnover		
	- Average staff tenure		
	- percentage of residents using social media		
B	Community Diversity and Involvement		
	- volunteering: number of volunteers		
	- number of educational opportunities		
	- number of represented religions		
	- number of people running for office		
	- percentage of non-white community members		
C	Public Safety		
	- emergency response time		
	- perception of crime		
	- crime rate		
D	Infrastructure		
	- average commute time		
	- desirability of our housing stock		
	- perception of infrastructure quality		
	- average housing tenure and turnover		
	- percentage of residents using Northstar		
E	Other		

	IV. WELL BEING		
A	Effects on Safety		
	- crime rates		
	- response times		
	- proximity to health care		
	- number of access points		
	- number of safety personnel		
	- neighborhood identity		
B	Impacts on Infrastructure		

	- sewer/water		
	- reliable public services		
C	Recreational Opportunities		
	- recreational options		
	- number of parks		
	- miles of trails		
	- accessibility of trails		
	- number of programs		
D	Impacts on Health		
	- proximity to health care (mental/physical)		
	- quality of health care		
E	Social opportunities		
	- Number and proximity of worship centers		
	- Number and proximity of gathering places		
	- entertainment options		
	- neighborhood identity		
F	Impacts on Infrastructure		
	- Number of access points		
	- Sewer/Water availability		
	- congestion/travel time		
	- reliable public services		
G	Impacts/Opportunities on Education		
	- number of programs		
	- number of schools		
	- proximity of schools		
	- types of progams		
	- variety of opportunities		
	- Quality (test scores, graduation rates)		
H	Other		

TOTAL IMPACT (CANNOT EXCEED 100)	

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